- associating the location of the cursor in the display screen with a contact location on a touch screen; and
- providing haptic feedback by way of the touch screen as long as the location of the cursor on the display screen assumes a predetermined relationship with the location of the graphical object on the touch screen.
- 15. The method of claim 14, wherein the predetermined relationship is coincidence of location.
- 16. The method of claim 14, wherein the touch surface is a touchscreen.
- 17. The method of claim 14, wherein the touch surface is a touchpad.
- **18**. The method of claim 14, wherein said contact is effected by a body portion of an operator.
- 19. The method of claim 14, wherein said contact is effected by a stylus manipulated by an operator.
- 20. A method for providing haptic feedback representative of the extent to which an action triggered by manipulation of a cursor relative to a graphical object displayed on a display screen is occurring comprising:
  - associating the location of the cursor in the display screen with a contact location on a touch screen; and
  - providing haptic feedback by way of the touch screen, said haptic feedback having an extent corresponding to the extent of the action.
- 21. The method of claim 20, wherein the action is scrolling.
- 22. The method of claim 20, wherein the haptic feedback is based on a repetitive waveform whose frequency increases corresponding to the extent of the action.
- 23. The method of claim 20, wherein the touch surface is a touchscreen.
- **24**. The method of claim 20, wherein the touch surface is a touchpad.
- **25**. The method of claim 20, wherein said contact is effected by a body portion of an operator.
- **26**. The method of claim 20, wherein said contact is effected by a stylus manipulated by an operator.
- **27**. A method for providing haptic feedback in response to a manipulation of a graphical object, comprising:
  - correlating a characteristic of the manipulation of the graphical object with a characteristic of a contact of a touch screen; and
  - imparting a force to the touch screen at an extent which varies in accordance with the characteristic of the manipulation.
- 28. The method of claim 27, wherein imparting a force comprises:

generating a first signal in response to the contact;

transmitting the first signal to a processor;

creating a haptic output current signal in response to said first signal;

carrying said haptic output current signal to an actuator arranged to create relative motion between a first structural element and a second structural element thereof, the first structural element mechanically coupled to the touch surface and the second structural element mechanically coupled to a display device or a housing structure; and

causing a haptic effect by actuating the actuator.

**29**. A method of claim 27, wherein moving comprises: generating a first signal in response to the contact;

transmitting the first signal to a processor;

creating a haptic output current signal in response to said first signal:

- carrying said haptic output current signal to an actuator arranged to create relative motion between a first structural element and a second structural element thereof, the first structural element mechanically coupled to the touch-sensitive panel and the second structural element mechanically coupled to a display device or a housing, wherein the actuator further includes:
  - a first biasing element coupling the first structural element to the second structural element;
  - a first magnetic device carried by the first structural element, the first magnetic device including a first pole piece;
  - a second magnetic device carried by the second structural element, the second magnetic device including a second pole piece; and
  - a first coil disposed about at least one of said first pole piece and said second pole piece;
  - wherein the first biasing element is arranged to provide a biasing force opposing an attractive magnetic force urging the first and second pole pieces together when current is applied to the first coil; and

causing a haptic effect by actuating the actuator.

- **30**. The method of claim 27, wherein the characteristic of the manipulation is one or more of speed, acceleration, or deceleration.
- **31**. The method of claim 30, wherein the imparted force is repetitive and increases in frequency and/or magnitude with said one or more of speed, acceleration or deceleration.
- **32**. The method of claim 27, wherein the imparted force is repetitive and increases in frequency and/or magnitude based on the characteristic of the manipulation.
- **33**. The method of claim 27, wherein the graphical object assumes multiple forms, and the characteristic of said manipulation is the rate at which said forms are assumed.
- **34**. The method of claim 33, wherein the imparted force is repetitive and increases in frequency and/or magnitude based on said rate.
- **35**. The method of claim 27, wherein said graphical object is a scroll bar.
- **36**. The method of claim 27, wherein said characteristic of a contact is the location of the contact.
- **37**. The method of claim 27, wherein said characteristic of a contact is pressure imparted by the contact.
- **38**. The method of claim 27, wherein said characteristic of a contact is a rate of change of contact position.
- **39**. The method of claim 27, wherein said characteristic of a contact is a rate of change of contact speed.
- **40**. The method of claim 27, wherein said characteristic of a contact is a rate of change of contact location.

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